

WHAT IS CLAIMED IS:

1. A control framework for organizing, selecting and launching media items comprising:
  - means for organizing said media items;
  - means for pointing to one of said media items;
  - means for selecting one of a plurality of different semantic levels associated with said one of said media items; and
  - means for launching said one of said media items at said selected one of said plurality of different semantic levels.
2. The control framework of claim 1, wherein said means for pointing to one of said media items includes a freespace pointer.
3. The control framework of claim 1, wherein said means for pointing to one of said media items includes a trackball.
4. The control framework of claim 1, wherein said means for pointing to one of said media item includes a voice recognition unit.
5. The control framework of claim 1, wherein said means for pointing to one of said media items includes a gesture recognition unit.

6. The control framework of claim 1, wherein said means for selecting one of a plurality of different semantic levels further comprises:

a display unit for displaying objects including selection objects associated with said media items; and

a zoomable graphical user interface for generating said selection objects at said plurality of different semantic levels.

7. The control framework of claim 6, wherein at a first semantic level a first set of predetermined information objects is visible and at a second semantic level a second set of predetermined information objects is visible.

8. The control framework of claim 7, wherein at said first semantic level a selection option is not available for user selection and at said second semantic level said selection option is available for user selection.

9. The control framework of claim 1, wherein said means for organizing further comprises:

a set of icons each of which is associated with a particular media category, wherein selection of one of said icons results in the display of a plurality of selection items within a respective media category.

10. A control framework comprising:

a display screen for displaying graphical user interface objects;

an input device for providing user input to a graphical user interface; and

a graphical user interface for coordinating display of said graphical user interface objects on said display screen, said graphical user interface including:

means for detecting when a position indicated on the screen by said input device is stationary for a predetermined period of time and to display additional images and/or text on the screen in response thereto;

means for zooming from one image scope to another image scope based on first input from said input device;

means for selecting one of said graphical user interface objects based on second input from said input device;

means for moving a selection target through a list of screen positions based on third input from said input device; and

means for initiating an action in said graphical user interface framework based on said indicated position and fourth input from said input device.

11. The control framework of claim 10, wherein the input device includes a freespace pointer.

12. The control framework of claim 10, wherein the input device includes a trackball.

13. The control framework of claim 10, wherein the input device includes a touchpad.
14. The control framework of claim 10, wherein the input device includes a television remote control device.
15. The control framework of claim 10, wherein at least one of said first, second, third and fourth inputs is a speech command.
16. The control framework of claim 10, wherein at least one of said first, second, third and fourth inputs is a gesture.
17. The control framework of claim 10, wherein the means for moving a selection target includes a touchpad and said third input is a movement on said touchpad.
18. The control framework of claim 10, wherein said means for displaying additional images and/or text further comprises means for receiving a gesture input associated with a hover function.
19. The control framework of claim 10, wherein said first input of said means for zooming is one of a gesture or a speech command.
20. The control framework of claim 10, wherein the display screen is a television.

21. A media system comprising:

- a television having a display screen;

- a pointing device for providing input to said television, said input based, at least in part, on movement of said pointing device; and

- a system controller for receiving said input and controlling media content displayed on said display screen based on said input, wherein said system controller includes memory for storing software code associated with primitives for controlling said media content display, and wherein:

  - a first one of said primitives is a scroll primitive, such that said system controller scrolls media content displayed on said display screen of said television responsive to a first input from said pointing device; and

  - a second one of said primitives is a hover primitive, such that said system controller alters a display of said media content displayed on said display screen of said television when said cursor hovers over a portion of said display screen for a predetermined period of time.

22. The media system of claim 21, wherein a third one of said primitives is a point primitive which generates a cursor on said display screen of said television, a position of said cursor being based on movement of said pointing device.

23. The media system of claim 21, wherein said pointing device has at least one button and wherein one of said primitives is a click primitive which indicates actuation of said at least one button.
24. The media system of claim 21, wherein said pointing device includes a scroll wheel.
25. The media system of claim 21, wherein said system controller alters said display of said media content by magnifying media content associated with said portion of said display screen.
26. The media system of claim 21, wherein a third one of said primitives is a zoom primitive, such that said system controller changes a magnification of said media content displayed on said display screen of said television based on a second input from said pointing device.
27. The media system of claim 26, wherein said change in said magnification includes changing from a first magnification level to a second magnification level, wherein information is visible at said second magnification level that was not visible or appropriate at said first magnification level.
28. The media system of claim 21, wherein the pointing device includes a trackball.
29. The media system of claim 21, wherein the pointing device includes a touchpad.

30. The media system of claim 21, wherein the pointing device includes a television remote control device.

31. The media system of claim 21, wherein the pointing device includes a freespace pointing device.

32. The media system of 21, wherein at least one of said scroll primitive and said hover primitive are actuated in response to a speech command.

33. The media system of claim 21, wherein at least one of said scroll primitive and said hover primitive are actuated in response to a gesture.

34. A media system comprising:

a television;

a free space pointing device for providing input to said television, said input based, at least in part, on movement of said free space pointing device; and

a system controller for receiving said input and controlling media content displayed on said television based on said input, wherein said system controller includes memory for storing software code associated with primitives for controlling said media content display.

35. The media system of claim 34, wherein one of said primitives is a scroll primitive, such that said system controller scrolls media content displayed on said television responsive to a first input from said free space pointing device.

36. The media system of claim 37, wherein one of said primitives is a hover primitive, such that said system controller alters a display of said media content displayed on said television when said cursor hovers over a portion of said television screen for a predetermined period of time.

38. The media system of claim 34, wherein one of said primitives is a point primitive which generates a cursor on said television, a position of said cursor being based on movement of said free space pointing device.



39. The media system of claim 34, wherein said free space pointing device has at least one button and wherein one of said primitives is a click primitive which indicates actuation of said at least one button.

40. The media system of claim 35, wherein said free space pointing device includes a scroll wheel.

41. The media system of claim 36, wherein said system controller alters said display of said media content by magnifying media content associated with said portion of said display screen.

42. The media system of claim 34, wherein one of said primitives is a zoom primitive, such that said system controller changes a magnification of said media content displayed on said television based on an input from said free space pointing device.

43. The media system of claim 42, wherein said change in said magnification includes changing from a first magnification level to a second magnification level, wherein information is visible at said second magnification level that was not visible at said first magnification level.

44. The media system of 34, wherein at least one of primitives are actuated in response to a speech command.

45. The media system of claim 34, wherein at least one of said primitives are actuated in response to a gesture.

46. The media system of claim 34, wherein said free space pointing device is freely movable in front of said television and wherein said system controller translates movement of said free space pointing device directly into a cursor location without use of a proxy surface.